L Number	Hits	Search Text	DB	Time stamp
1	0	overhead adj project$ same (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 08:46
2	26	overhead with project$ and (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 08:46
3	6	("4903012" | "5319384" | "5586243" | "5617117" | "5856822" | "5874948").PN.	USPAT	2004/06/14 08:56
8	57	(presentation or presenting) with project$ and (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:31
9	87	(presentation or presenting) with project$ and (hand or finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:41
10	28	(presentation or presenting) with project$ and (moving or movement) near5 (hand or finger or pen or stylus) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:47
11	0	(presentation or presenting) with project$ and (moving or movement) near5 (hand or finger or pen or stylus) near5 (touchscreen or touchpanel) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:49
12	1	project$ and (moving or movement) near5 (hand or finger or pen or stylus) near5 (touchscreen or touchpanel) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:50
13	1	project$ and (moving or movement) with (hand or finger or pen or stylus or fingertip) near5 (touchscreen or touchpanel) with (pointer or indicator or cursor or highlight or highlighting)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:51
14	12	project$ and (hand or finger or pen or stylus or fingertip) near5 (touchscreen or touchpanel) with (pointer or indicator or cursor or highlight or highlighting)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:51
-	148	project$ with image with cursor with (location or position)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:12
-	0	project$ with image with cursor with (location or position) same (touchscreen or touchpad)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:12
-	318	project$ with image with (pointer or cursor) with (location or position)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:15
-	2	project$ with image with pointer with (location or position) same (touchscreen or touchpad)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:12
-	193	project$ same (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 09:30
-	102	project$ with (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:20

-	0	project$ with (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor) same (touchpanel or touchscreen or touchpad)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 07:20
-	2	project$ same (finger or pen or stylus or touch$) with (location or position) with (pointer or indicator or cursor) same (touchpanel or touchscreen or touchpad)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2004/06/14 08:44

Examples of existing SIDs include the spatially-orientation mouse, infrared **pointer,** pressure- or capacitance-sensitive pads, or eye-sensing technology that translates **movement of the user's fingers,** hand, head, or eyes into coordinate positions on the display or presentation, and uses various types of activation or actuation (**finger or eye movement,** voice-activation, button clicking, or other methods) to responsively produce input operations, selections, controls, or prompts.

Detailed Description Text - DETX (24):

The preferred embodiment of the animated map display 38 described above contemplates presenting that animated map display 38 in a manner that may be readily visualized by the operator 12 during the application procedure. The heads-up display (HUD) 48 apparatus of this invention provides a means for accomplishing this **presentation by projecting** the image or images of the animated map display 38 overlaid with one-to-one spatial correspondence with the operator's 12 real-world view of the terrain and field through the windshield 16 (and optionally the side windows) of the cab of the vehicle 14.

Detailed Description Text - DETX (26):

The HUD 48 may utilize a **projector** 50 of any type conventionally utilized for the **presentation** of graphical data, such as an LCD screen 56 through which visible light is directed to **project** a magnified image 54 on a physical surface. By projecting the enlarged image 54 onto an area the windshield 16 corresponding to the operator's 12 field-of-view 58 including the practical limits of useful peripheral vision in both the vertical and horizontal directions, the operator's 12 line-of-sight 60 may be

maintained at a generally horizontal or level position rather than the markedly downward angle shown in FIG. 3 necessitated by prior art display screens.

Detailed Description Text - DETX (35):

The processing platform 22 processes information using its operating system and resident program (or routines called from another system/network processing component 74), in addition to information from the agronomic plan and maps contained in memory 64 and location information derived from the navigational locator 66. The processing platform 22 generates the animated map display image 38 or images 38 that are fed to the heads up display device 48 for **projection or presentation** in a suitable manner for viewing by the operator 12. The processing platform 22 also generates one or more control signals that are fed to the variable rate product application equipment 76 to control the gates, relays, valves, pumps, dispensers, conveyors, spreaders, and other components utilized to distribute the products on the field at precisely controlled variable rates.

US-PAT-NO: 5751576

DOCUMENT-IDENTIFIER: US 5751576 A

TITLE: Animated map display method for computer-controlled agricultural product application equipment

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Detailed Description Text - DETX (17):
Once loaded into the onboard processing platform 22 on the vehicle 14, the animated map display 38 is presented for visual observation or viewing by the operator 12. This **presentation** may be via a conventional liquid crystal display (LCD) screen, or as described herein the preferred approach is to **project** the animated map display 38 such that it is overlaid in a one-to-one spatial correspondence to the operator's 12 real-world view of the actual terrain and field. Additionally, the animated map display 38 could be presented using a virtual reality (VR) head-mounted display, or any one of a number of other presentation devices known to the art or hereafter developed.

Detailed Description Text - DETX (21):
One preferred option for the operator 12 to input information or data when the animated map display 38 is projected as a two- or three-dimensional representation overlaid over the real-world view of the terrain is the use of a spatial interface device (SID) that permits the operator 12 to effectively "draw" information onto the animated map display 38 in a manner that projects that information along with the animated map display 38.